

4. Click OK.

Flash enters symbol-editing mode. Flash displays the name of the symbol you are creating at the top left side of the document window and places a crosshair in the center of the Stage (**Figure 6.19**). The crosshair indicates the symbol's center and acts as a registration mark, aiding you in aligning the symbol when you use it in a movie.

5. Create your object on the Stage of the symbol editor as you would in the regular editing environment.

6. Return to movie-editing mode in one of three ways:

From the Edit menu, select Edit Movie.

or

From the Scene pop-up menu in the upper right corner of the document window, choose a scene (**Figure 6.20**). Flash takes you to that scene.

or

In the upper left corner of the document window click the Current Scene button (**Figure 6.21**). Flash returns you to the current scene.

✓ Tip

- When you enter symbol-editing mode, the central crosshair registration mark may be outside the current viewing area. To bring the registration mark to the center of your window, select View > Show Frame.

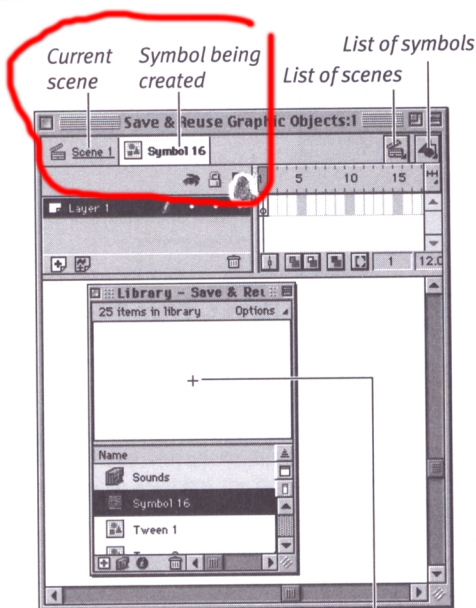


Figure 6.19 A Flash document in symbol-editing mode.

Registration crosshair for symbol

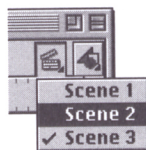


Figure 6.20 Choose a scene from the scene pop-up menu to return to movie-editing mode.

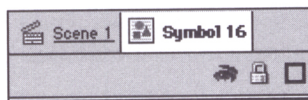


Figure 6.21 Click the current scene button to return to movie-editing mode.